

WOOD ELF

3RD-LEVEL DRUID (CIRCLE OF THE MOON)

HERMIT

BACKGROUND

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME



DEXTERITY

PROFICIENCY BONUS



Dexterity Constitution

<u>+2</u> Intelligence

+5 Wisdom

\_ Charisma

SAVING THROWS



INTELLIGENCE

10

WISDOM

16

\_ Acrobatics (Dex) \_ Animal Handling (Wis) Arcana (Int)

\_\_ Athletics (Str)

Deception (Cha)

O \_\_\_\_ History (Int)

O \_\_\_\_ Insight (Wis)

O \_\_\_\_\_ Intimidation (Cha)

\_ Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

\_ Performance (Cha)

Persuasion (Cha)

Religion (Int)

O \_\_\_\_ Sleight of Hand (Dex)

O \_\_\_\_ Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE WISDOM

(PERCEPTION)



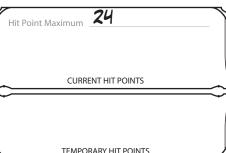


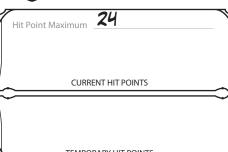
Total 3D8

HIT DICE











SUCCESSES O=O=O

FAILURES O=O=C

DEATH SAVES

I AM UTTERLY SERENE, EVEN IN THE FACE OF DISASTER.

I'M OBLIVIOUS TO ETIQUETTE AND SOCIAL EXPECTATIONS.

PERSONALITY TRAITS

FREE THINKING. INQUIRY AND CURIOSITY ARE THE PILLARS OF PROGRESS.

IDEALS

I'M STILL SEEKING THE ENLIGHTNEMENT I PURSUED IN MY SECLUSION, AND IT STILL ELUDES ME.

RONDS

NOW THAT I'VE RETURNED TO THE WORLD, I ENJOY ITS DELIGHTS A LITTLE TOO MUCH.

FLAWS



<sup>1</sup>WHEN IMBUED WITH SHILLELAGH, YOUR CLUB'S ATTACK BONUS IS +5, ITS DAMAGE IS 108+3, AND THE DAMAGE IS CONSIDERED MAGICAL.

2 YOUR SPELLCASTING ABILITY IS WISDOM. WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

SENSE, CURE WOUNDS, ENTANGLE, SPEAK WITH ANIMALS, AND THUNDERWAVE PREPARED. YOU CAN PREPARE A NEW LIST OF DRUID SPELLS AFTER A LONG REST.

#### SPELL SLOTS

(IST) (IST) (IST) (2ND) (2ND)

ATTACKS & SPELLCASTING

CANTRIPS. YOU KNOW THE PRODUCE FLAME AND SHILLELAGH CANTRIPS. PREPARED SPELLS. YOU HAVE BARKSKIN, BEAST

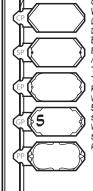
PROFICIENCIES. LIGHT ARMOUR\*, MEDIUM ARMOUR\*, SHIELDS\*, CLUBS, DAGGERS, DARTS, JAVELINES, LONGBOW, LONGSWORD, MACES, QUARTERSTAVES, SCIMITARS, SHORTBOW, SHORTSWORD, SICKLES, SLINGS, SPEARS, HERBALISM KIT.

15

\*DRUIDS WILL NOT WEAR ARMOUR OR USE SHIELDS MADE OF METAL.

OTHER PROFICIENCIES & LANGUAGES

LANGUAGES. COMMON, DRUIDIC, ELVISH.



QUATERSTAFF WOODEN SHIELD 1 LEATHER ARMOUR DRUIDIC FOCUS BACKPACK BEDROLL MESS KIT TINDERBOX WATERSKIN 50 FT. ROPE SCROLL CASE OF NOTES WINTER BLANKET SET OF COMMON CLOTHES HERBALISM KIT

YOUR AC IS 14 WITH SHIELD AFFIXED.

**EQUIPMENT** 

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. YOU CAN SEE IN DIM LIGHT WITHIN 60 FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT. YOU CAN'T DISCERN COLOUR IN DARKNESS, ONLY SHADES OF GRAY.

FEY ANCESTRY. YOU HAVE ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED, AND MAGIC CAN'T PUT YOU TO SIFFP

MASK OF THE WILD. YOU CAN ATTEMPT TO HIDE EVEN WHEN YOU ARE ONLY LIGHTLY OBSCURED BY FOLIAGE, HEAVY RAIN, FALLING SNOW, MIST, AND OTHER NATURAL PHENOMENA.

LIFE OF SECLUSION. FOR MANY YEARS, BEFORE JOINING YOUR ADVENTURING COMPANIONS, YOU FELT THE NEED TO COMMUNE WITH NATURE, FAR FROM CIVILIZATION.

WILDSHAPE. YOU CAN USE YOUR BONUS ACTION TO MAGICALLY TRANSFORM INTO ANY LAND-BOUND BEAST (WITH A CHALLENGE RATING OF 1 OR LESS) THAT YOU ARE FAMILIAR WITH, FOR UP TO 1 HOUR. YOU CAN USE THIS FEATURE TWICE PER LONG REST.

WHILE YOU ARE TRANSFORMED, THE FOLLOWING RULES APPLY:

- · YOU CAN REVERT TO YOUR NORMAL FORM BY USING A BONUS ACTION. YOU AUTOMATICALLY REVERT TO YOUR NORMAL FORM IF YOU FALL UNCONSCIOUS OR DROP TO 0 HIT POINTS.
- YOUR GAME STATISTICS ARE REPLACED BY THE STATISTICS OF YOUR BEAST FORM. BUT YOU RETAIN YOUR PERSONALITY, AND INTELLIGENCE, WISDOM, AND CHARISMA SCORES.
- YOU ASSUME THE BEAST'S HIT POINTS AND HIT DICE. WHEN YOU REVERT TO YOUR NORMAL FORM, YOU RETURN TO THE NUMBER OF HIT POINTS YOU HAD BEFORE YOU TRANSFORMED.
- YOU CHOOSE WHETHER YOUR EQUIPMENT FALLS TO THE GROUND, MERGES WITH YOUR BEAST FORM, OR IS WORN BY THE BEAST FORM (IF PRACTICAL).
- YOU CAN EXPEND ONE SPELL SLOT TO REGAIN 108 HIT POINTS PER LEVEL OF THE SPELL SLOT EXPENDED.
- SEE PHB P. 67 FOR MORE DETAILS.

**FEATURES & TRAITS** 

# **CANTRIPS**

### PRODUCE FLAME

Conjuration cantrip

Casting Time: 1 action Range: Self

Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within **30 feet** of you. Make a ranged spell attack (+5). On a hit, the target takes **1d8 fire** damage.

#### SHILLELAGH

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock

leaf, and a club or quarterstaff)

Duration: 1 minute

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

# PREPARED SPELLS

#### CURE WOUNDS

1st-level evocation

Casting Time: 1 action Range: Touch Components: V, S Duration: Instantaneous

A creature you touch regains 1d8+3 hit points.

This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the healing increases to 2d8+3.

## **ENTANGLE**

terrain.

1st-level conjuration

Casting Time: 1 action

Range: 90 feet Components: V, S

**Duration:** Concentration, up to 1 minute Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

## SPEAK WITH ANIMALS

1st-level divination (ritual)Casting Time: 1 action

Range: Self Components: V, S Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

#### THUNDERWAVE

1st-level evocation

Casting Time: 1 action Range: Self (15-foot cube) Components: V, S Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes **2d8** *thunder* damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the damage increases to 3d8.

#### Barkskin

2nd-level transmutation

Casting Time: 1 action

Range: Touch

**Components:** V, S, M (a handful of oak bark) **Duration:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

### BEAST SENSE

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

While perceiving through the beasts's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

## **DIRE WOLF**

large beast

Armour Class: 14 Hit Points: 37 Speed: 50 ft.

STR +3 (17) • DEX +2 (15) • CON +2 (15)

Skills: Stealth +4

**Senses:** you don't have darkvision in this form **Languages:** you cannot speak in this form

**Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Pack Tactics.** You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of that creature.

**Bite**  $\cdot$  +5 to hit  $\cdot$  5 ft. reach  $\cdot$  2d6+3 piercing damage  $\cdot$  Target must succeed on a DC 13 Strength saving throw or be knocked prone.

## Brown Bear

large beast

Armour Class: 11 (natural armour)

Hit Points: 34

Speed: 40 ft., climb 30 ft.

STR +4 (19) • DEX +0 (10) • CON +3 (16)

Senses: you don't have darkvision in this form Languages: you cannot speak in this form

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

*Multiattack.* You can make two attacks: one with your bite and one with your claws.

**Bite** • +5 to hit • 5 ft. reach • 1d8+4 piercing damage

**Claws**  $\cdot$  +5 to hit  $\cdot$  5 ft. reach  $\cdot$  2d6+4 slashing damage

## **TIGER**

large beast

Armour Class: 12 Hit Points: 37 Speed: 40 ft.

STR +3 (17) • DEX +2 (15) • CON +2 (14)

Skills: Stealth +6 Senses: darkvision 60 ft.

Languages: you cannot speak in this form

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If you move at least 20 ft. straight toward a creature and hit it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, you can make one bite attack against it as a bonus action.

 $\textbf{\textit{Bite}} \cdot + 5 \text{ to hit} \cdot 5 \text{ ft. reach} \cdot 1 \text{d10} + 3 \text{ piercing damage}$ 

 $Claw \cdot +5$  to hit  $\cdot 5$  ft. reach  $\cdot 1d8+3$  slashing damage

# WILDSHAPES (COMBAT)